Scene	Duration	Panel	Duration
003	26:00	1	01:00

Chapter 1:

General Character Do's & Don't's

Scene	Duration	Panel	Duration
003	26:00	2	01:00

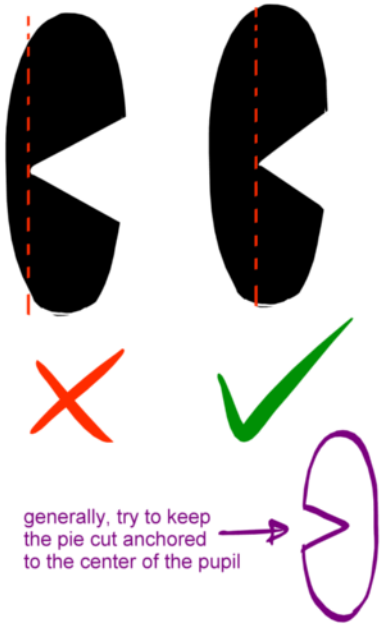
EYES

Scene	Duration	Panel	Duration
003	26:00	3	01:00

1) Pie Cut Theory

A

don't cut too deep
with the pie cut shape

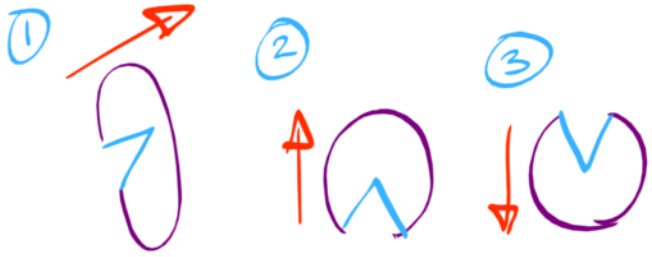


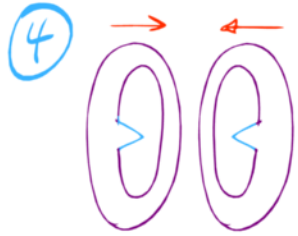
generally, try to keep
the pie cut anchored
to the center of the pupil

B

the iris points in the direction
the character is looking

special curved pie cuts
when a character is in a very
pushed smiling, special pose

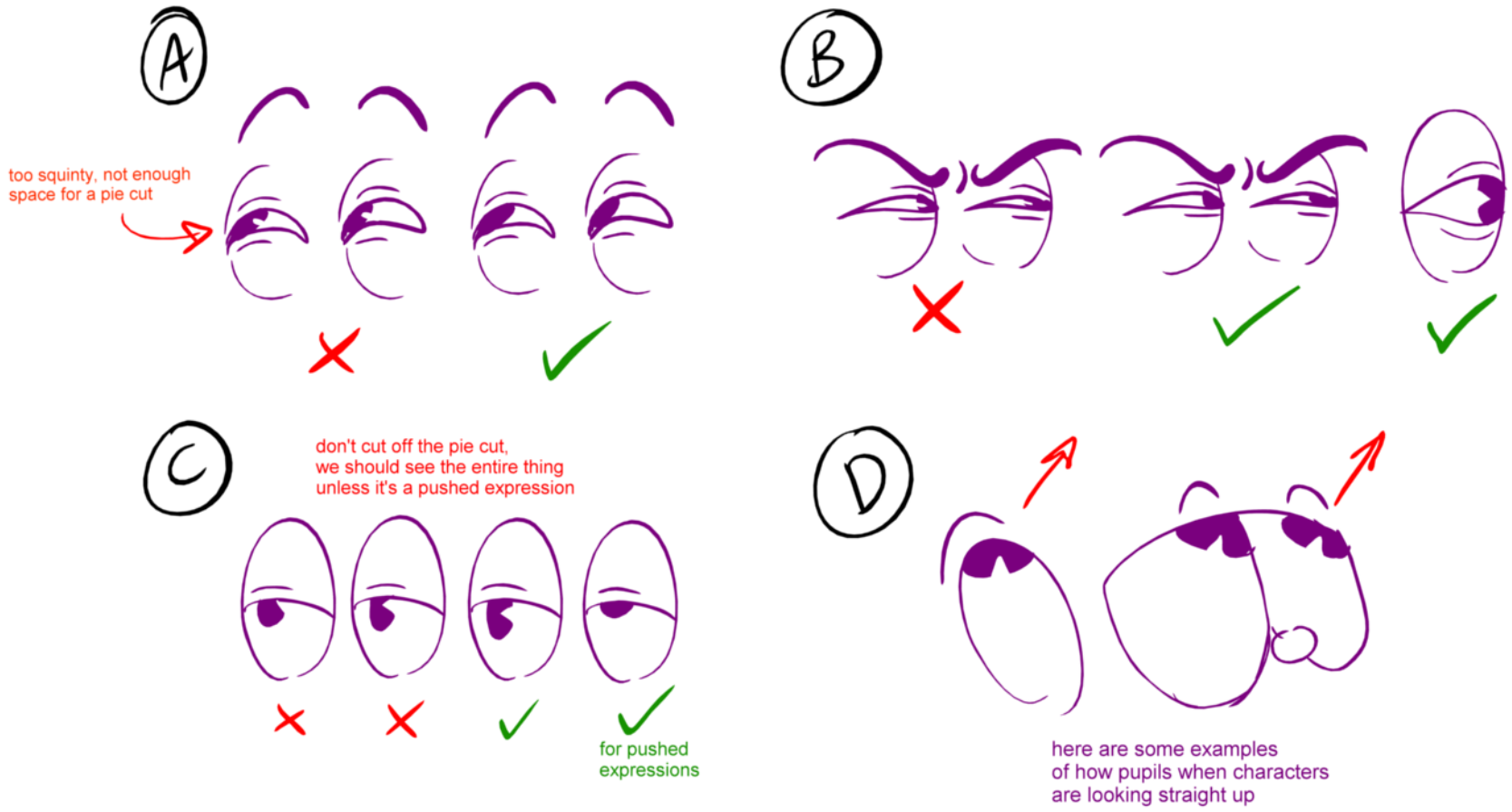




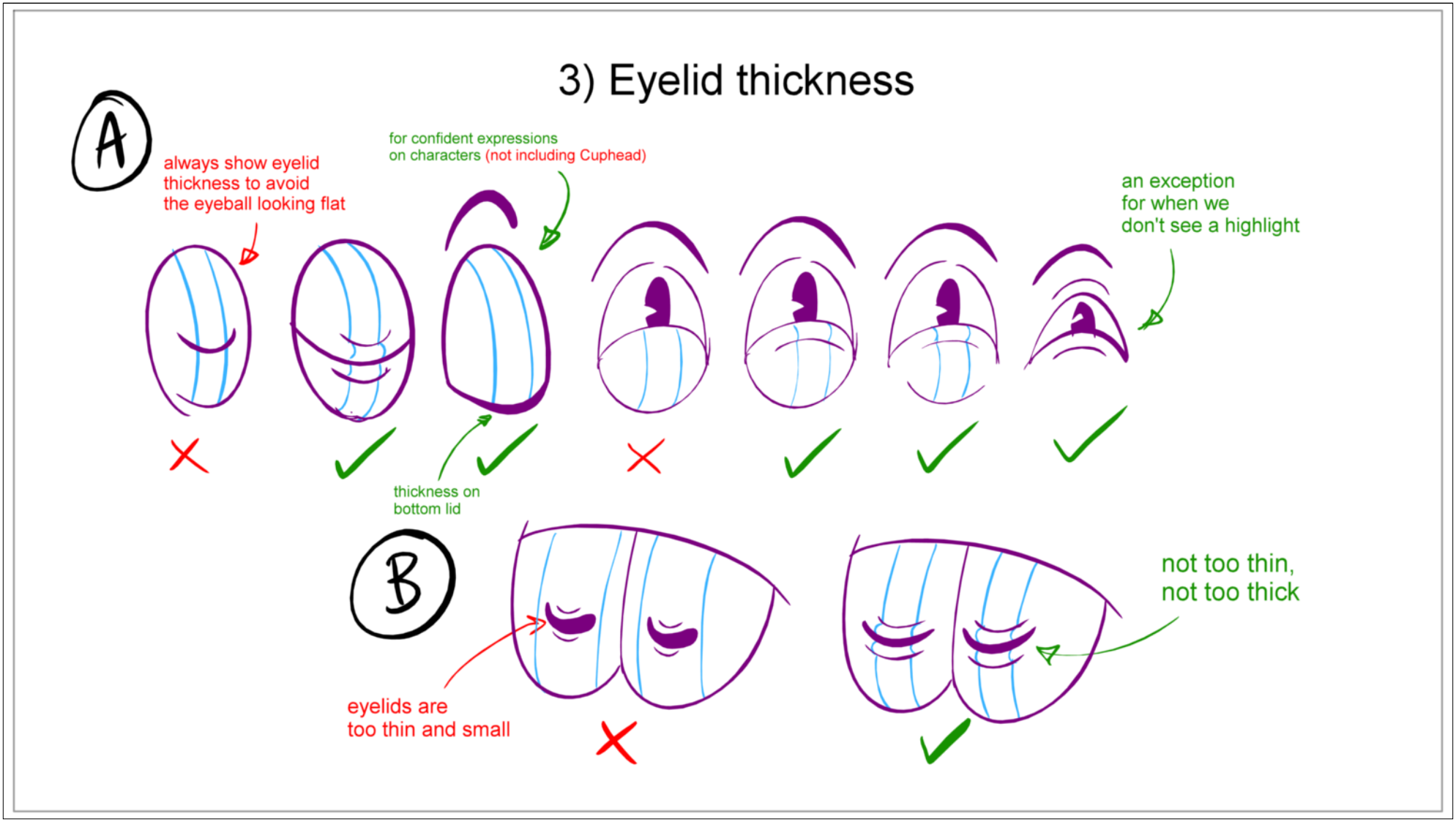
this works if a character is intentionally cross-eyed,
looking directly, at camera, in a special pose, or a
character is doing a take

Scene	Duration	Panel	Duration
003	26:00	4	01:00

2) When we see pie cuts

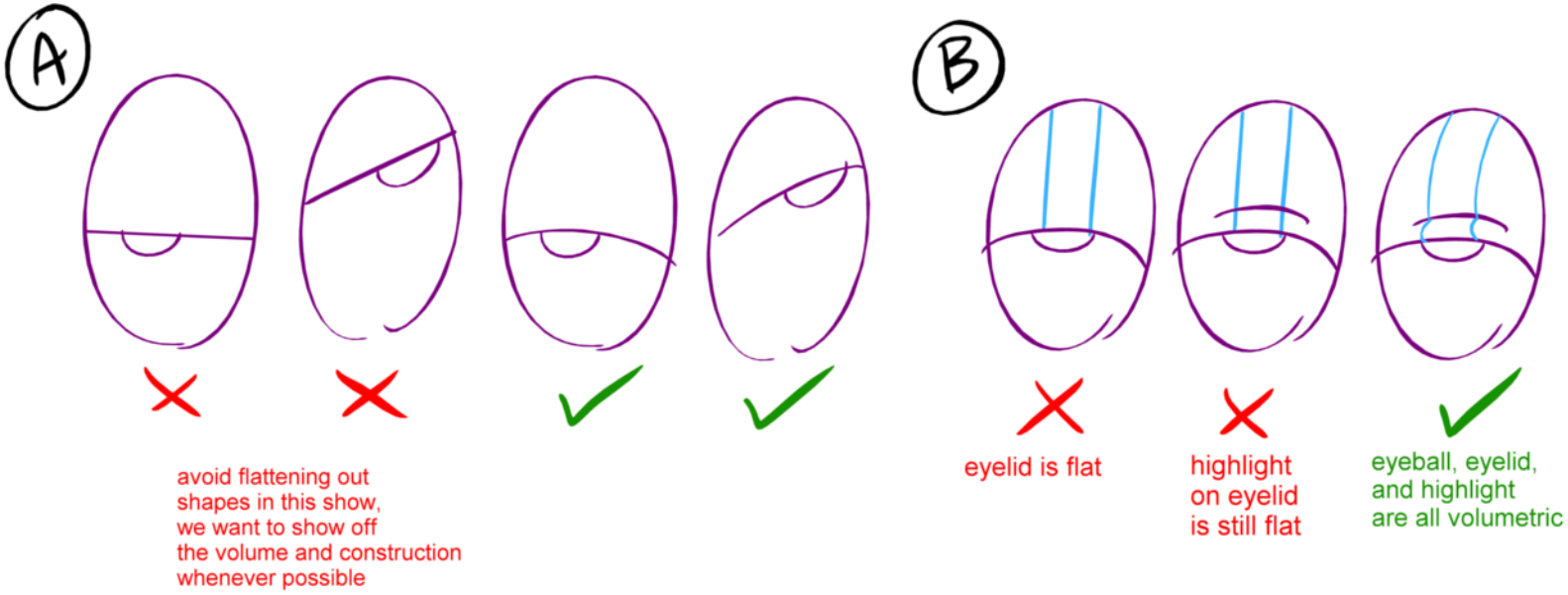


Scene	Duration	Panel	Duration
003	26:00	5	01:00



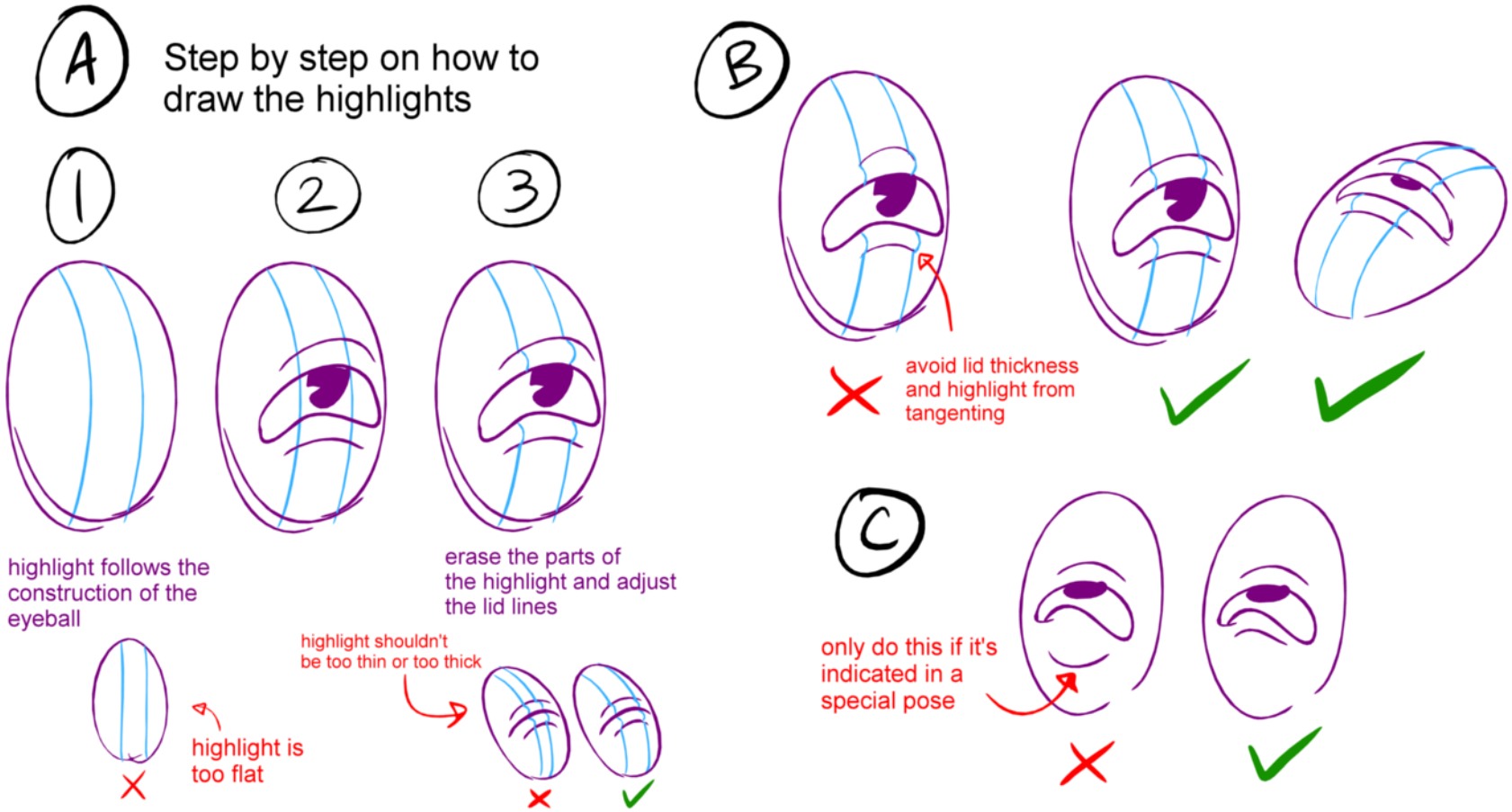
Scene	Duration	Panel	Duration
003	26:00	6	01:00

4) Eyelid dimensionality



Scene	Duration	Panel	Duration
003	26:00	7	01:00

5) Eyelid Highlight



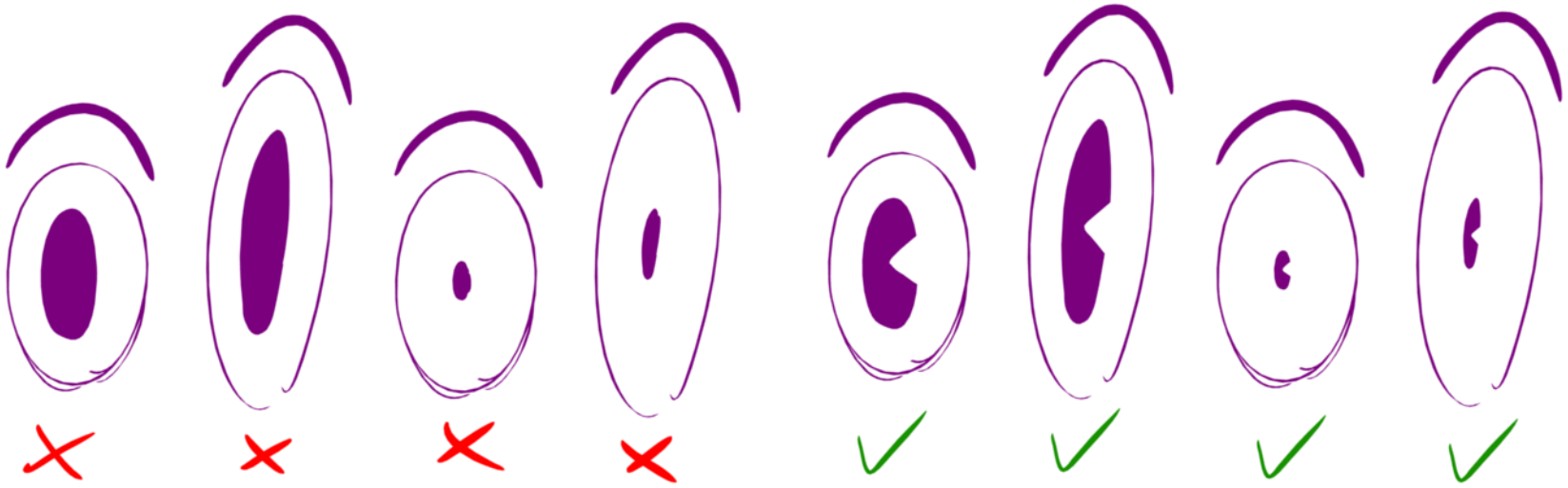
Scene	Duration	Panel	Duration
003	26:00	8	01:00

5) Eyelid Highlight

Scene	Duration	Panel	Duration
003	26:00	9	01:00

6) Pupil Sizes

- keep pupil size consistent throughout a scene, unless a character is doing an expressive take where the pupil grows/shrinks

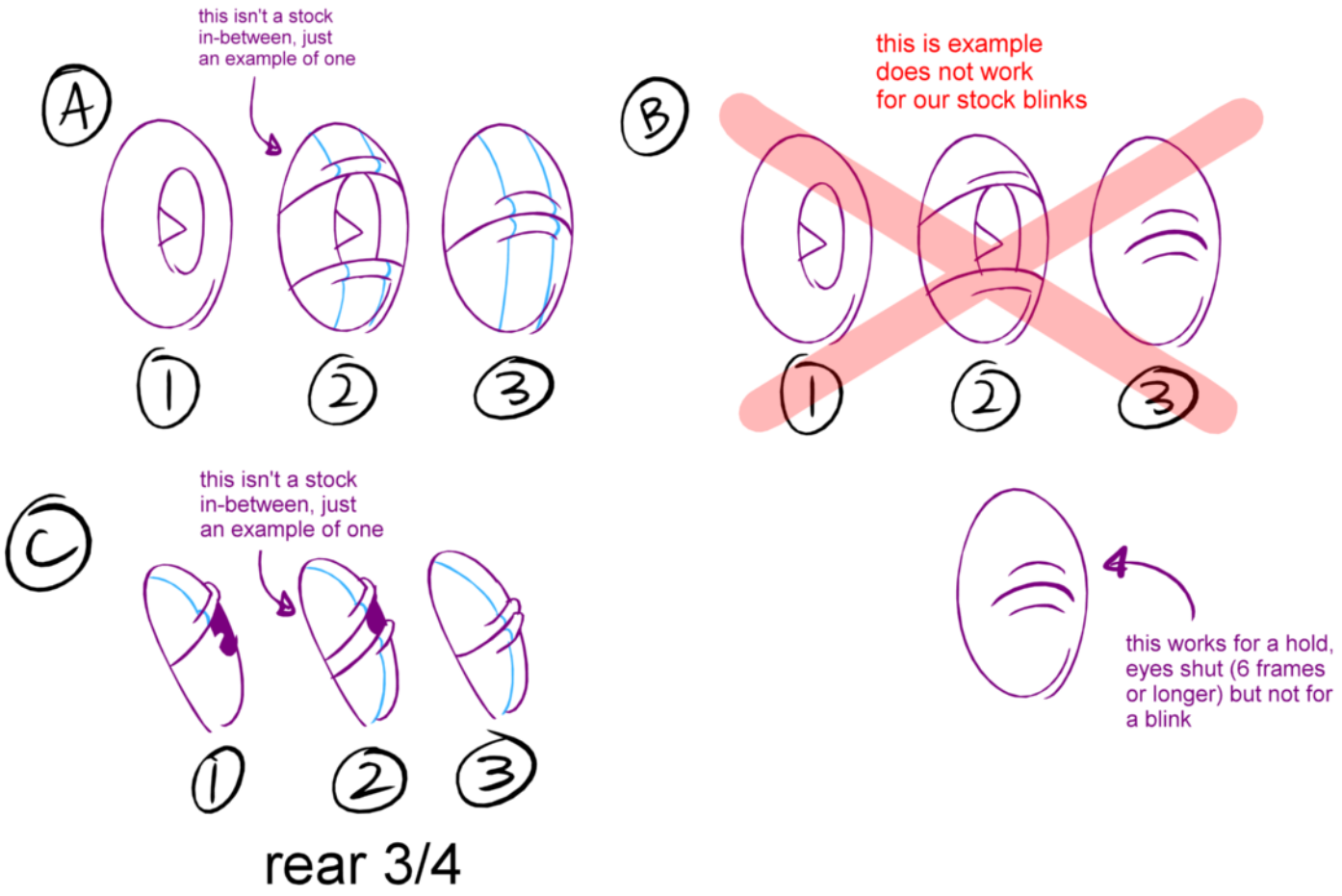


Pupils should always have pie cuts, they're never just dots

the pupil shape should mirror the action of the eyeball shape, if it's squashing/stretching

Scene	Duration	Panel	Duration
003	26:00	10	01:00

7) Blink Breakdown



Scene	Duration	Panel	Duration
003	26:00	11	01:00

7) Blink Breakdown

eyes open

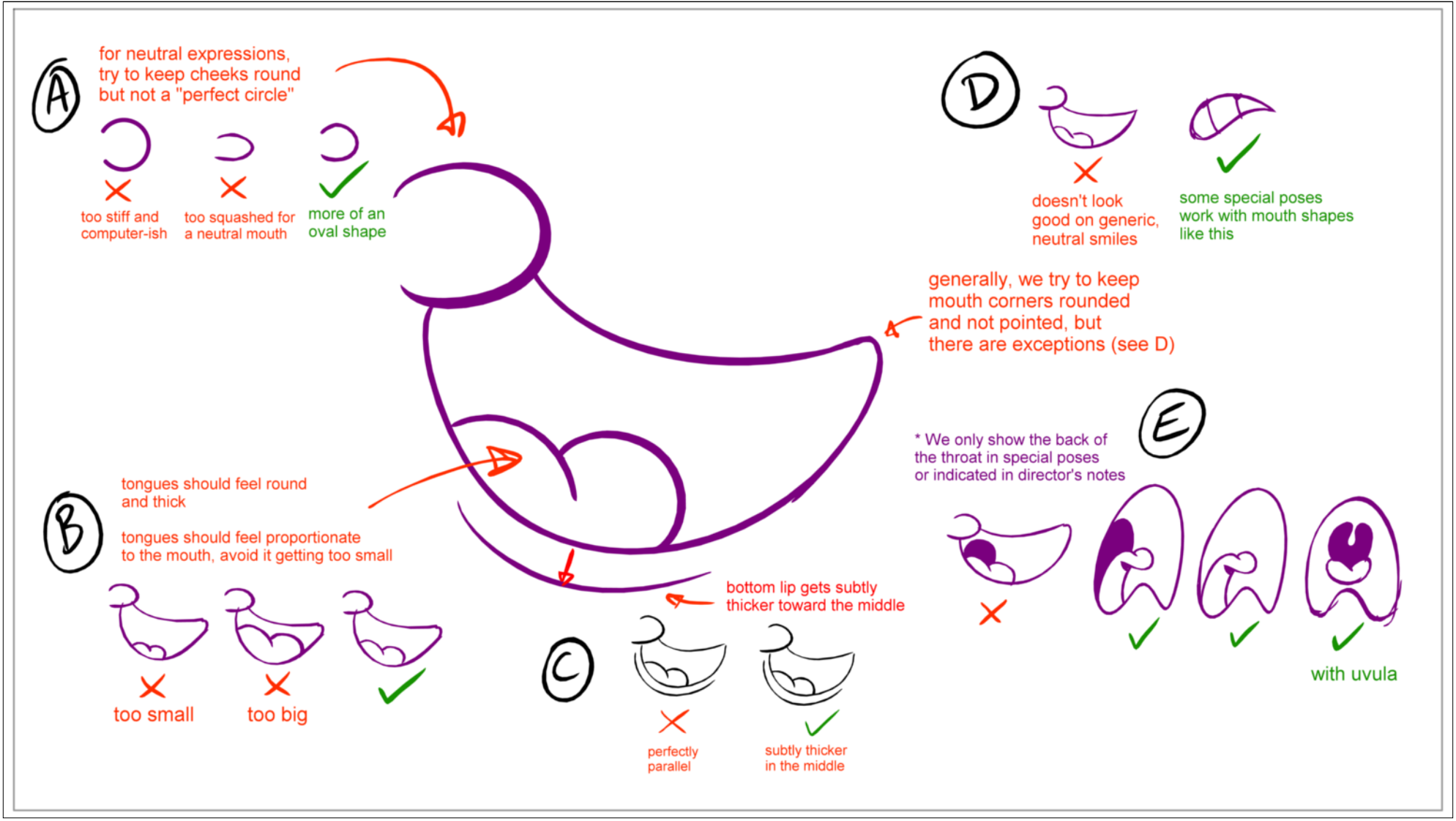
half-lidded eyes

for "confident" expressions on characters
(not including Cuphead because his eyes
are designed differently)

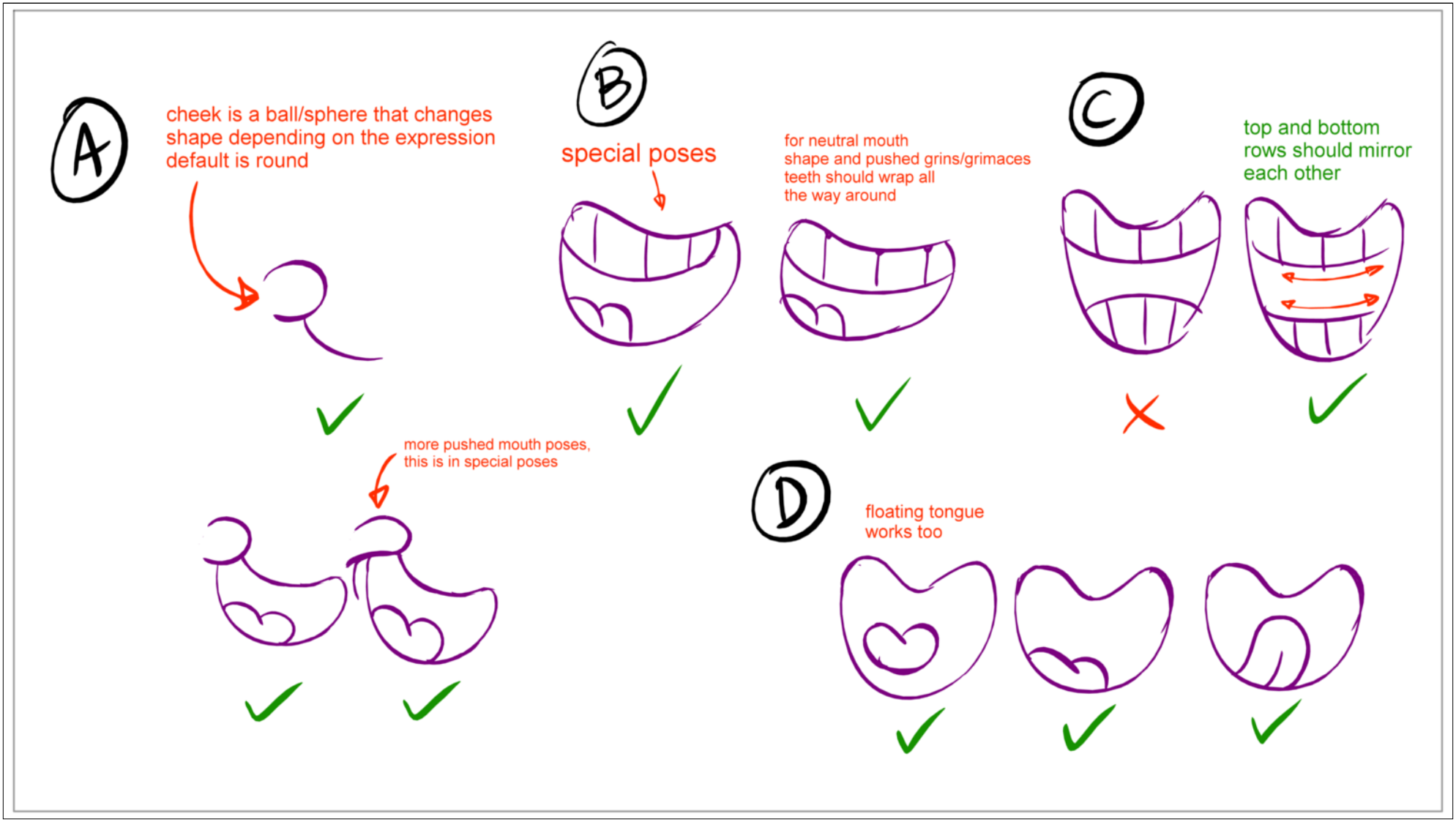
Scene	Duration	Panel	Duration
003	26:00	12	01:00

MOUTHS

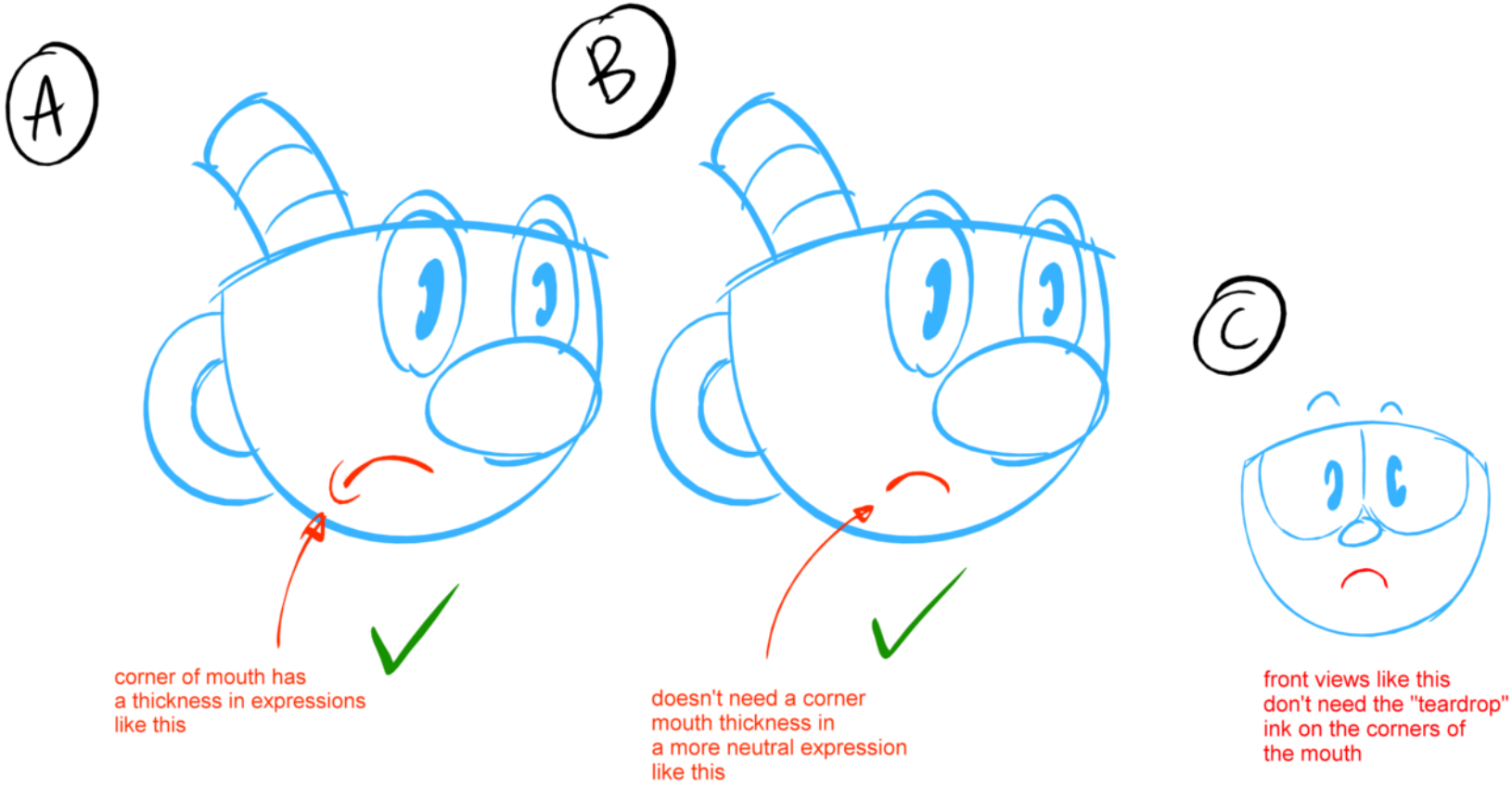
Scene	Duration	Panel	Duration
003	26:00	13	01:00



Scene	Duration	Panel	Duration
003	26:00	14	01:00



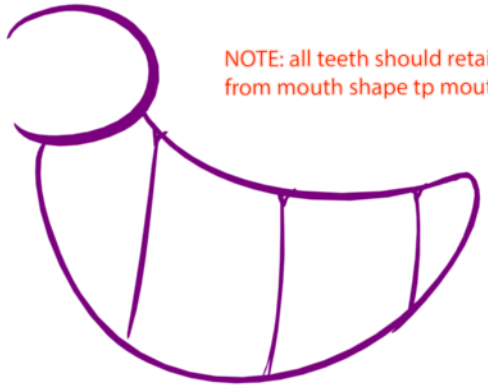
Scene	Duration	Panel	Duration
003	26:00	15	01:00



Scene	Duration	Panel	Duration
003	26:00	16	01:00

Teeth

A

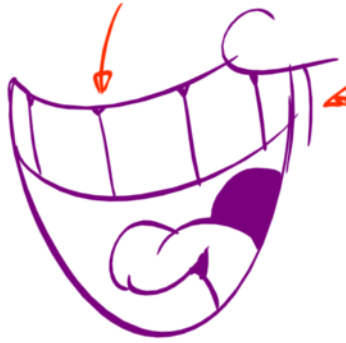


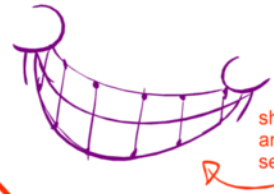
NOTE: all teeth should retain same shape and size from mouth shape tp mouth shape...

fewer teeth lines is better, too many teeth looks creepy and unappealing

B

in pushed expressions or close-ups we can hint at a subtle gumline

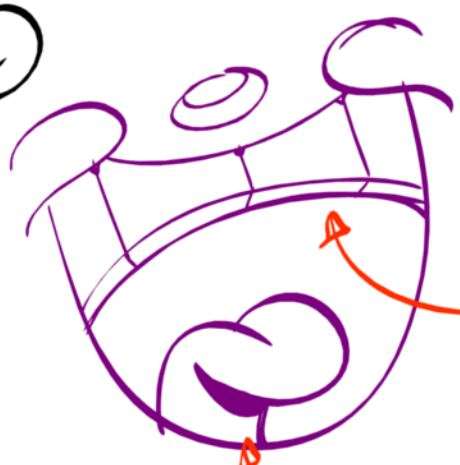




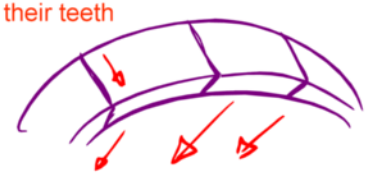
show gums on top and bottom when you see both rows

wrinkle is in only in special poses for pushed mouth expressions

C

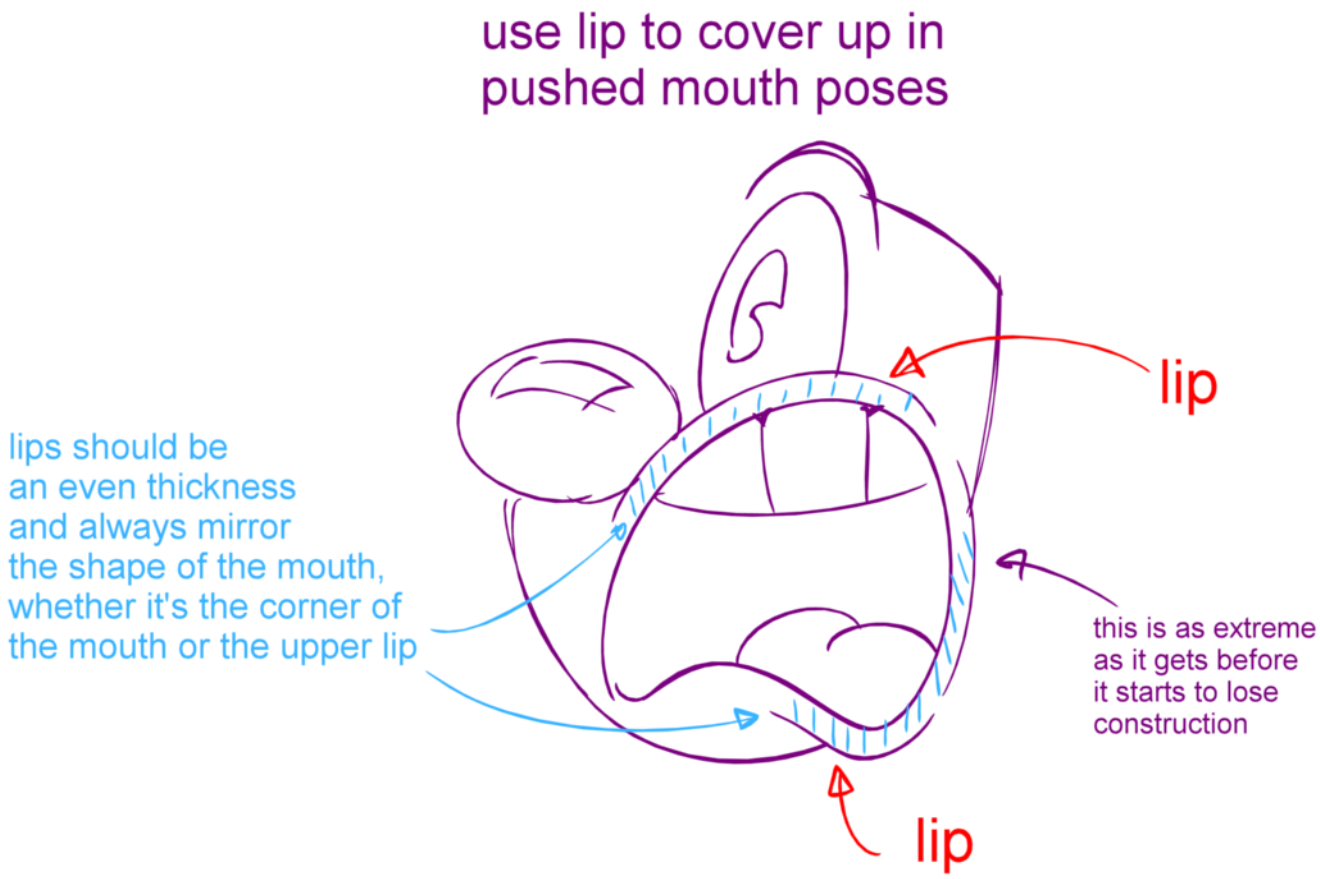


extreme angles we see the dimensionality of their teeth

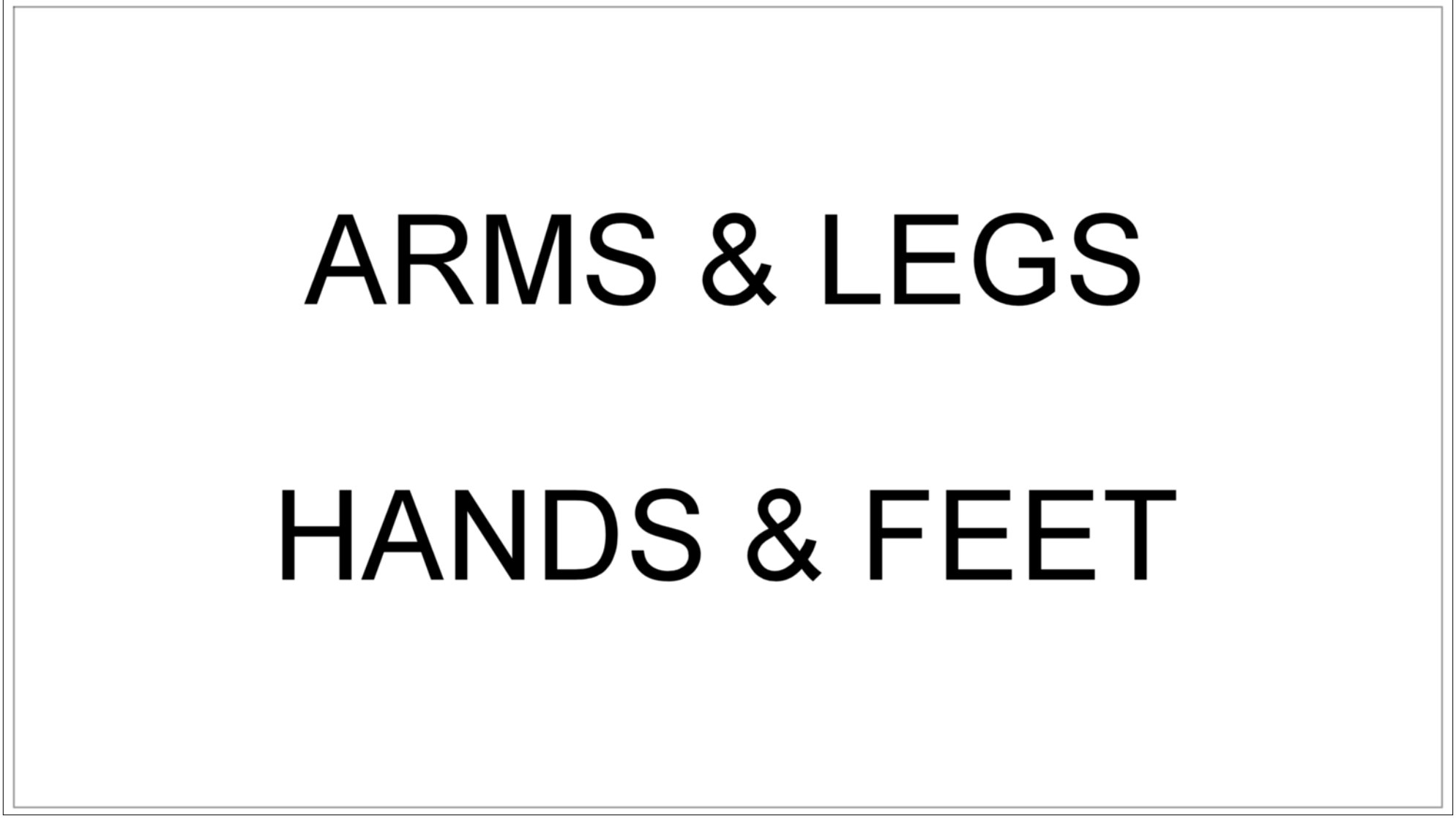


subtle shadow under tongue

Scene	Duration	Panel	Duration
003	26:00	17	01:00

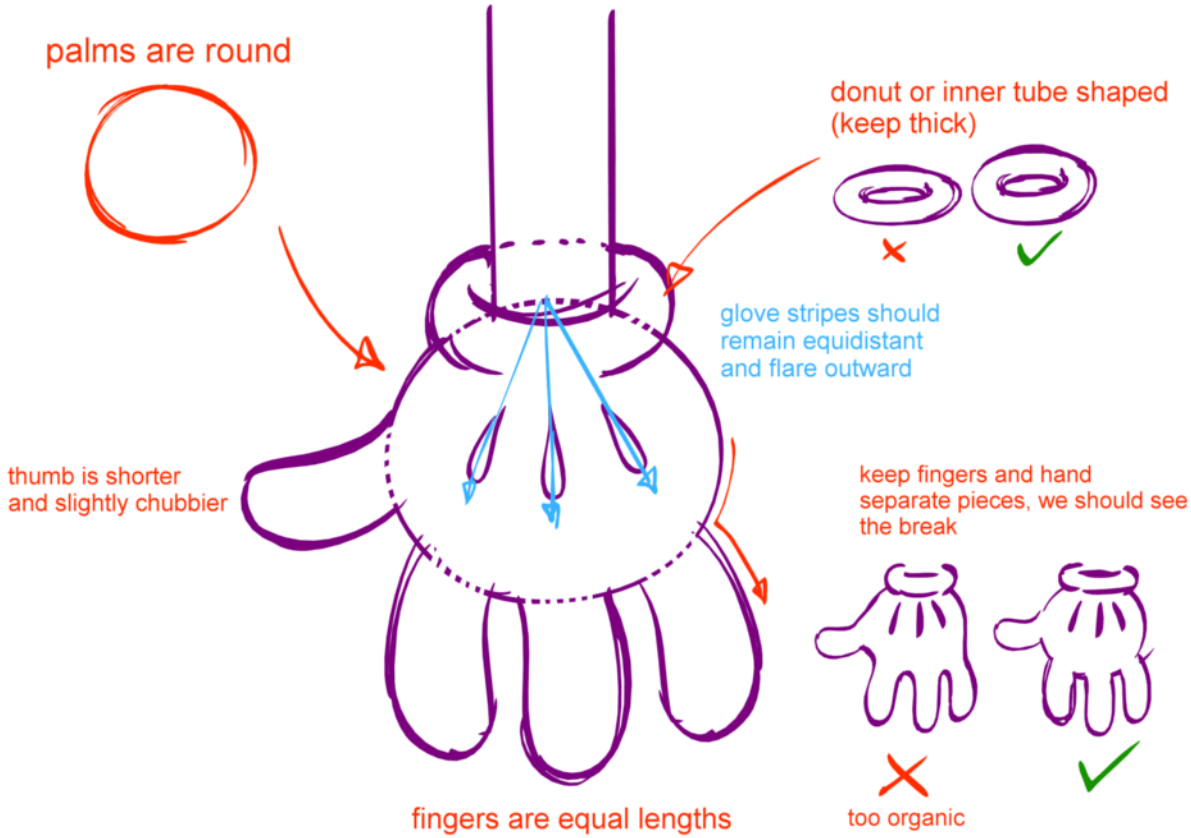


Scene	Duration	Panel	Duration
003	26:00	18	01:00

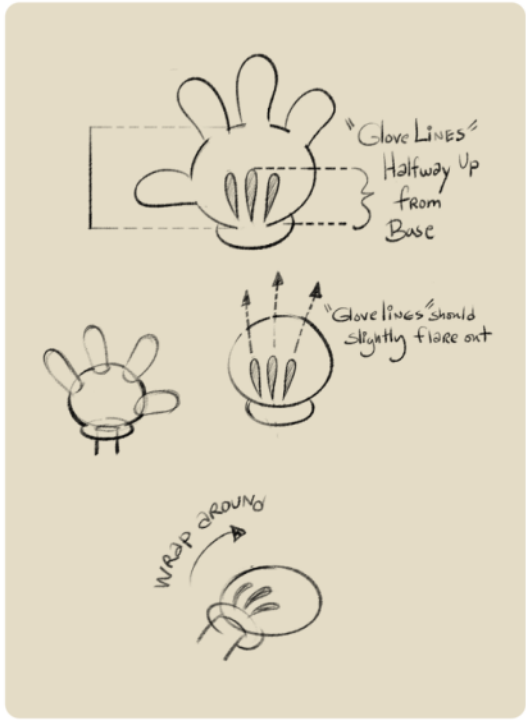


Scene	Duration	Panel	Duration
003	26:00	19	01:00

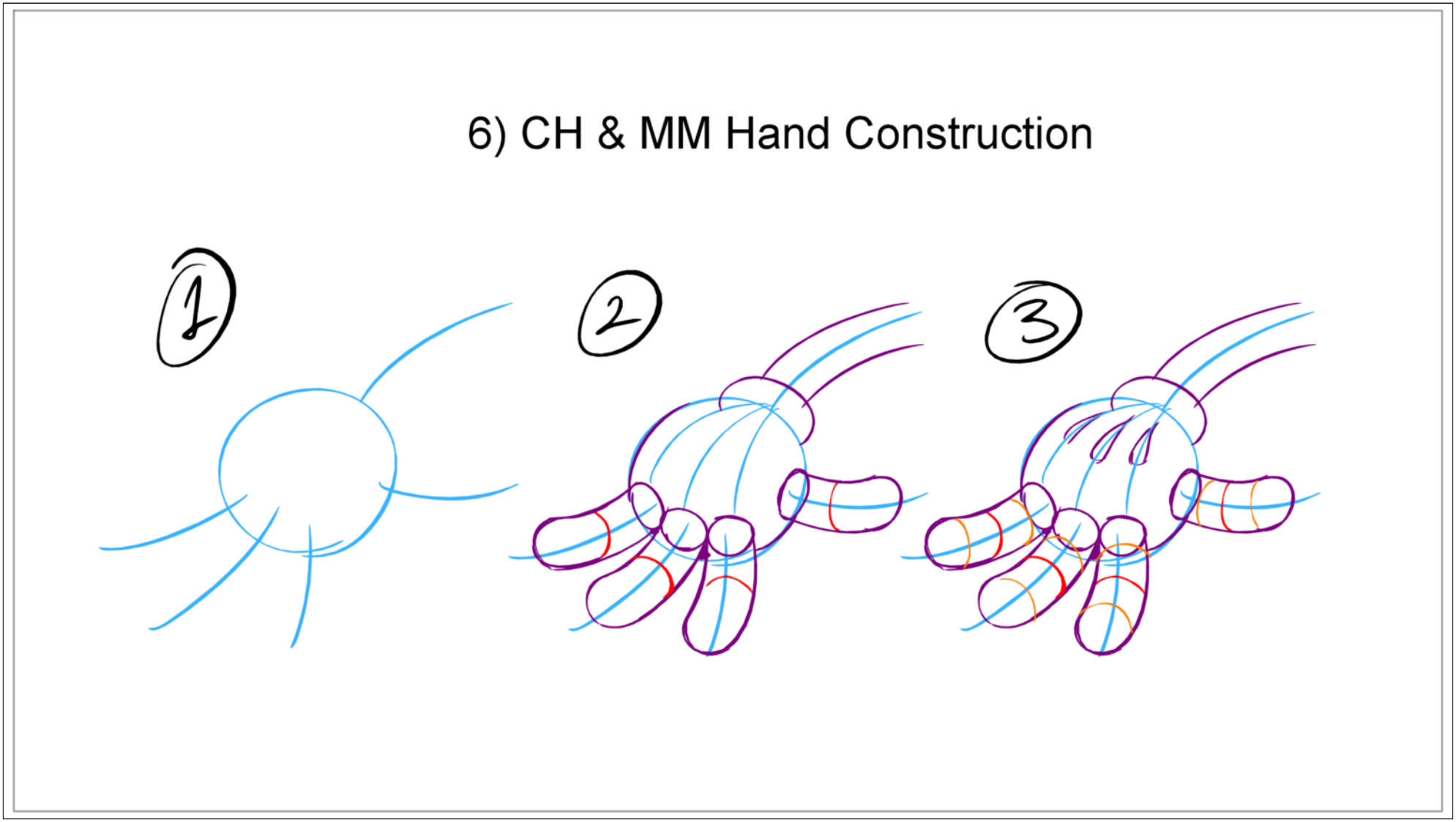
Hand Construction



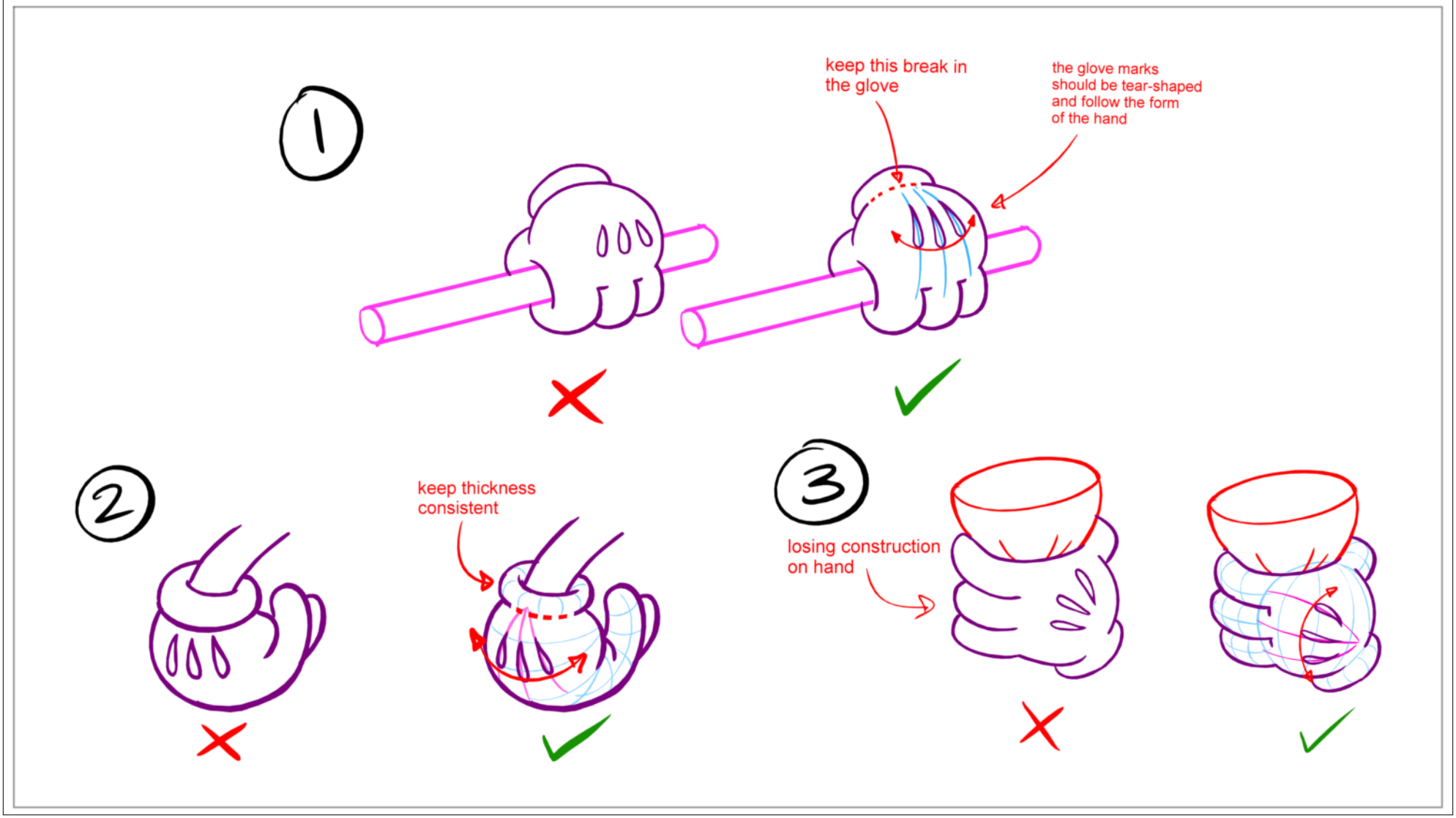
glove line rules



Scene	Duration	Panel	Duration
003	26:00	20	01:00



Scene	Duration	Panel	Duration
003	26:00	21	01:00

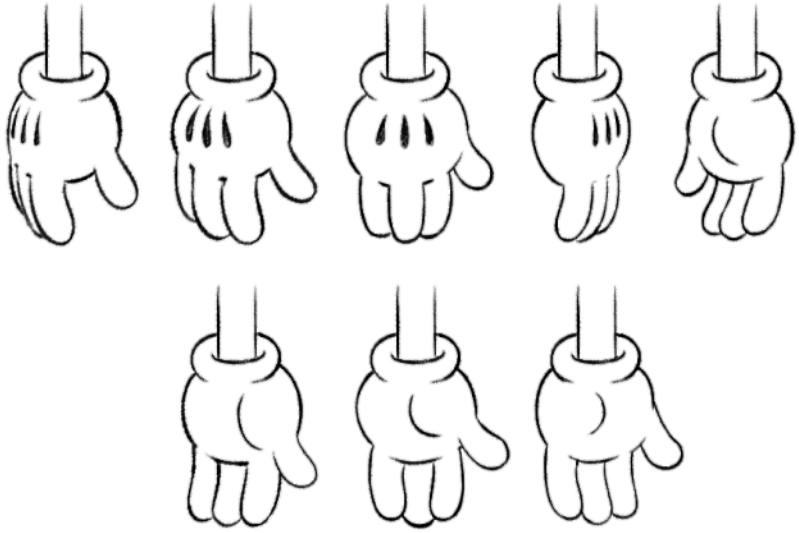


Scene	Duration	Panel	Duration
003	26:00	22	01:00

CUPHEAD AND MUGMAN - HANDS PART 1

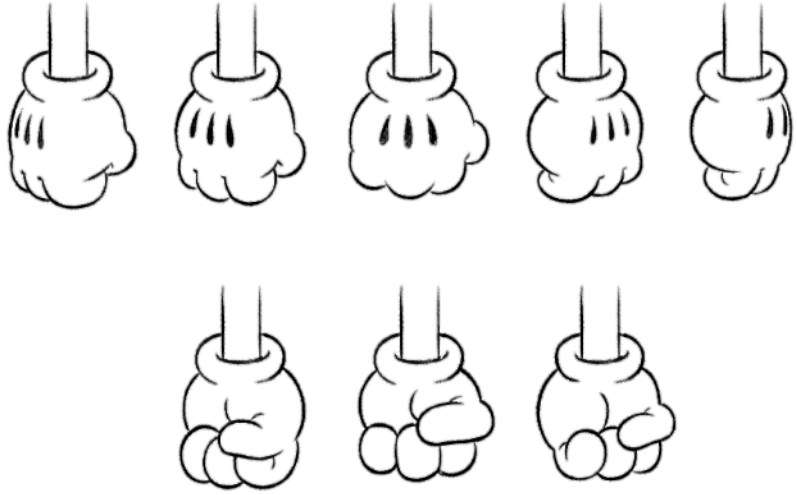
RELAXED HANDS

FRONT 3/4 FRONT PROFILE 3/4 REAR REAR



FIST HANDS

FRONT 3/4 FRONT PROFILE 3/4 REAR REAR

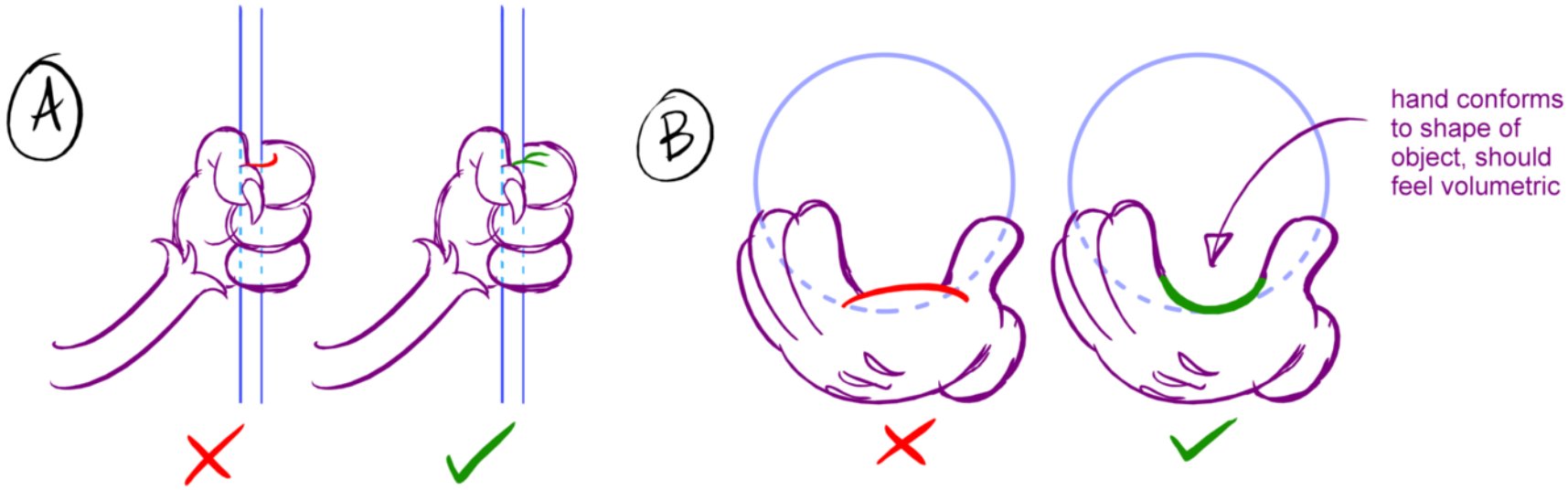


Scene	Duration	Panel	Duration
003	26:00	23	01:00

7) Hands Holding Objects

NOTE: These rules do not apply to special poses

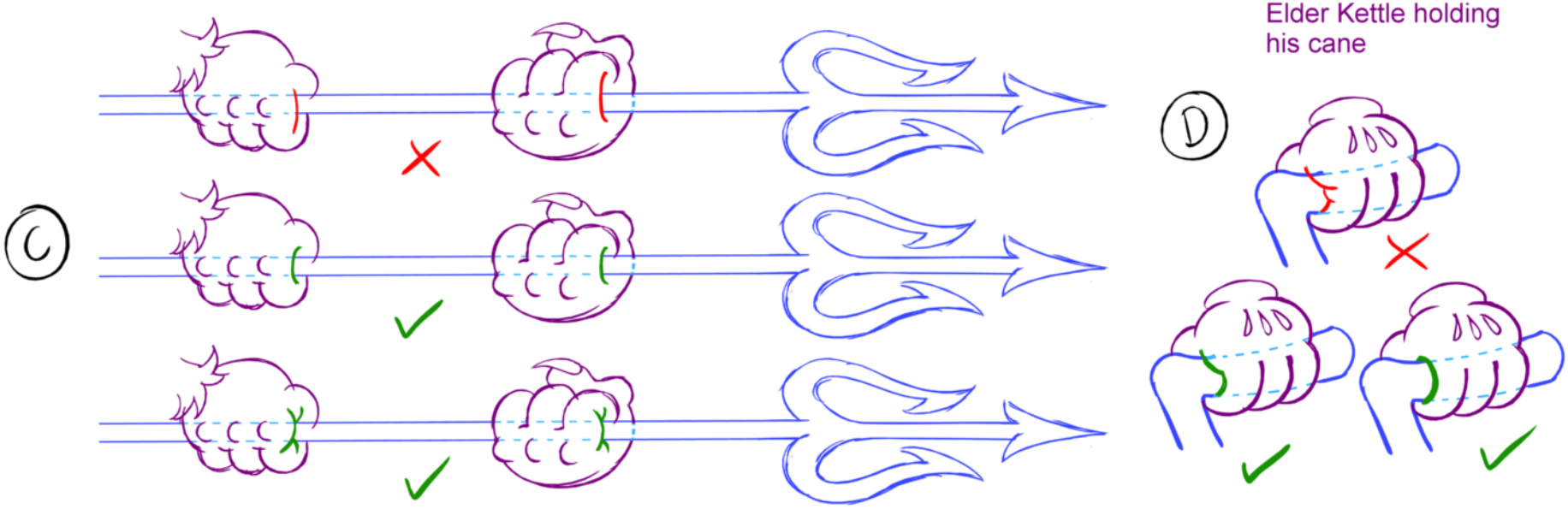
Devil holding pitchfork



Scene	Duration	Panel	Duration
003	26:00	24	01:00

7) Hands Holding Objects

NOTE: These rules do not apply to special poses

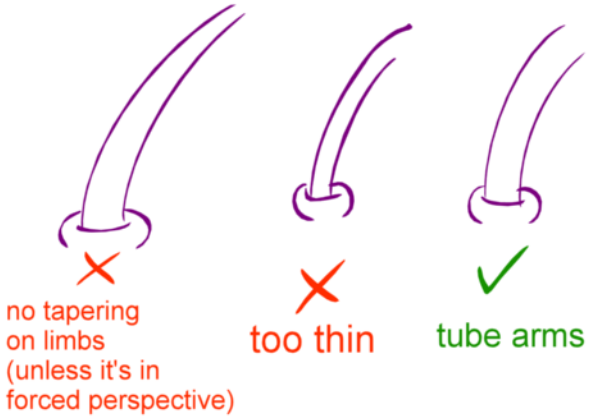
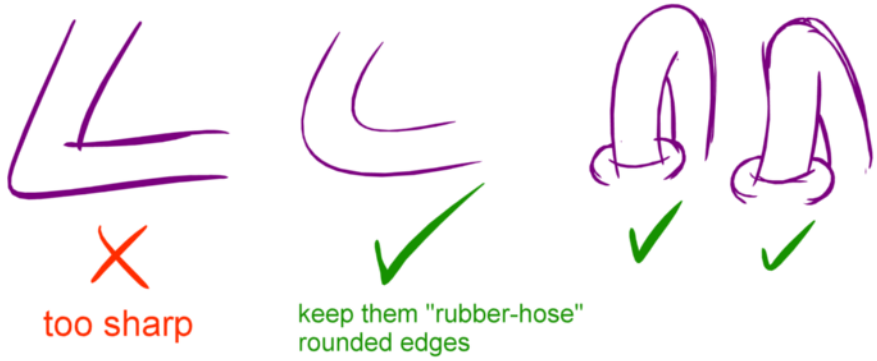
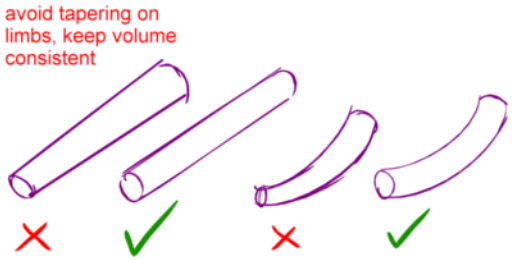


Scene	Duration	Panel	Duration
003	26:00	25	01:00

Scene	Duration	Panel	Duration
003	26:00	26	01:00

Arms and Legs

Tube arms/legs



Elbows and Knees